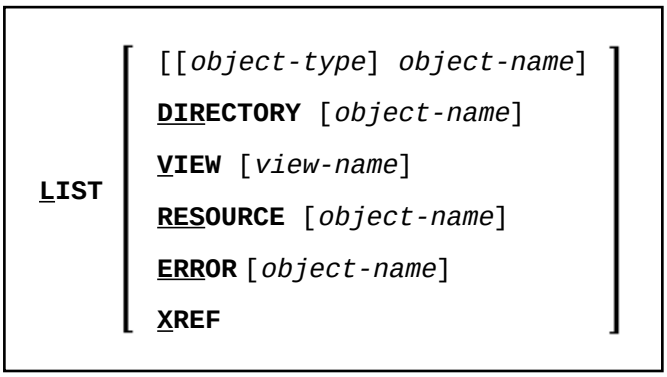
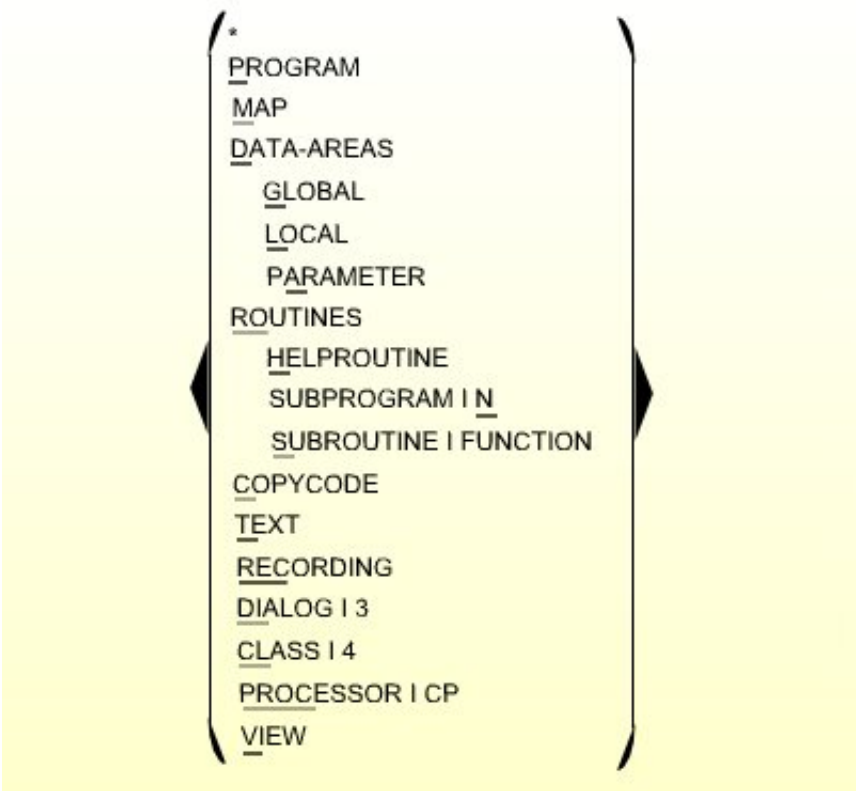
LIST

This document describes the use of the LIST command in a Natural for Windows environment. Separate documents exist for Natural for Mainframes and for UNIX.



object-type



The LIST command is used to list one or more objects which are contained in the current library.

The following topics are covered below:

- Displaying an Individual Source
- Displaying Library Content
- Displaying Directory Information
- LIST *object-type object-name*

- Displaying File Information of Resource Objects
- Displaying File Information of Error Message Containers
- Displaying XREF Data

Displaying an Individual Source

LIST	If you enter only the LIST command itself, without any parameters, the contents of the source work area will be listed.
LIST *object-name*	If you enter a single *object-name* with the LIST command, you need not specify the *object-type*; the object's source code will be listed.

Displaying Library Content

The LIST command is used to display objects contained in the current library. While an object is displayed using the LIST command, its content can be copied, but not modified.

LIST	If you enter the LIST command without any parameters, the objects marked in the "Objects" or "DDMs" window are displayed.
LIST *object-name*	If you specify the *object-name*, you need not specify the *object-type*; the object's source code is displayed.
LIST *object-type object-name*	If you specify an *object-type*, you also have to specify an *object-name* or an asterisk.
LIST *	To have all objects in the current library listed, except DDMs, specify "*" for the *object-type*, but no *object-name*.
LIST *object-type* *	To have all objects of a certain type listed, specify a certain *object-type* and "*" for the *object-name*.

Displaying Directory Information

LIST DIR	Displays the directory information about the last active object currently in the source work area: • **Source code:** "Saved-on" date and time, library name, user ID, programming mode (Reporting or Structured), Natural version, operating system, size • **Object code:** "Cataloged-on" date and time, library name, user ID, programming mode, Natural version, operating system/version, size, Endian mode In Windows environments, directory information on the saved source code cannot be always exact, because the source code can be edited with non-Natural editors which are not under the control of Natural.
LIST DIR *object-name*	Displays the directory information about the specified object in the current library.
LIST DIR *	Displays the directory information of all objects in the current library.

LIST *object-type object-name*

If you specify an *object-type*, you must also specify an *object-name*.

To have all objects in the current library listed, except DDMs, you specify "*" for the *object-type*, but no *object-name*.

To have all objects of a certain type listed, you specify a certain *object-type* and "*" for the *object-name*.

If you wish a certain range of objects to be listed, you can use asterisk notation for the *object-name*.

Examples:

LIST *	Lists all objects in the current library, except DDMs.
LIST S *	Lists all subroutines in the current library.
LIST SYS*	Lists all objects (of any type) whose names begin with "SYS".
LIST M SYS*	Lists all maps whose names begin with "SYS".
LIST DIR PRG01	Lists directory information of object PRG01 in current library.

To select an object from the selection list for a function, you simply mark the object with the appropriate function code in the left-hand column. The function codes are:

Code	Function
C	Check the object's source code.
D	Read the object's source code.
E	Edit the object's source (equivalent to the system command EDIT).
H	Print hardcopy of the object's source.
L	List the object's source code.
I	List Directory of the object's source code.
R	Run (that is, compile and execute) the object's source (equivalent to the system command RUN).
S	Stow the object in source and object form (equivalent to the system command STOW).
U	Delete the object's source and object form.
X	Execute the object (equivalent to the system command EXECUTE).
.	End.

Enter "?" or use F2 to display the list of the available function codes for the selected object.

Displaying Views

LIST VIEW	Displays a list of all views (DDMs).
LIST VIEW *view-name*	If you specify a single view name, the specified view will be displayed. For the *ddm-name* you can use the same range notations (*, ? , <, >) as for *object-name* to display a list of a certain range of views.

Displaying File Information of Resource Objects

LIST RES *object-name*	Displays the file information about the specified resource object.
LIST RES *	Displays the file information of all resource objects of a library.

Example:

LIST RESOURCE W* Displays the file information of all objects whose name starts with a W.

Displaying File Information of Error Message Containers

LIST ERR *object-name*	Displays the file information about the specified error message container.
LIST ERR *	Displays the file information of all error message containers of a library.

Displaying XREF Data

LIST XREF	Displays all active cross-reference data for the current library. This command is only available if Predict with active cross-references is installed. See the Predict documentation.